Data East USA, Inc.
1850 Little Orchard St., San Jose, CA 95125

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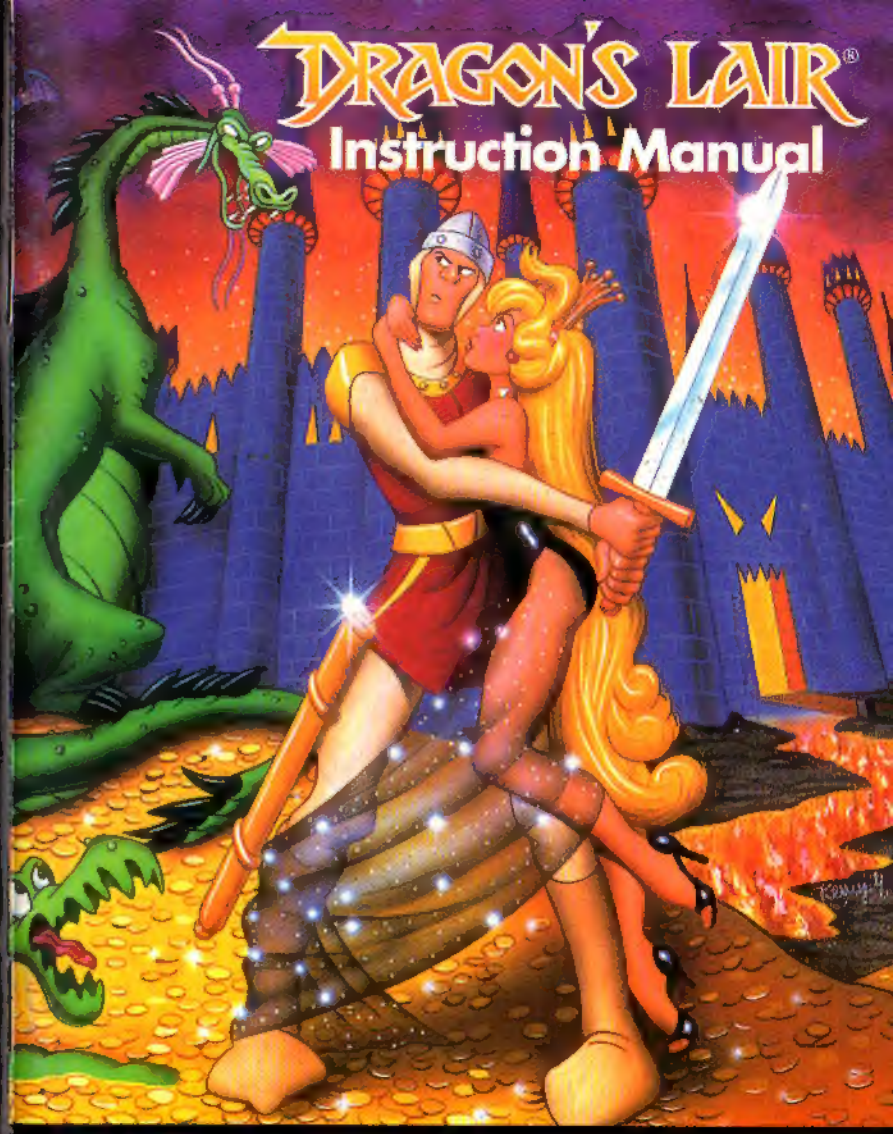
DRAGON'S LAIR®

Instruction Manual



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SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for purchasing DRAGON'S LAIR from Data East for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Enter The Dragon's Lair

From deep within Mordroc's Castle, a foul stench rose up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe guards the captive Princess Daphne.

You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear – but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you there is no other possible course to take. Now is the time for heroes. Now is the time to enter the Dragon's Lair...

The Challenge

Dare you take up the role of Dirk the Daring, and attempt to free the beloved Princess Daphne from the clutches of the evil wizard Mordroc?

To do so, the search will take you across the castle battlements, through the castle interior and down into the dark, dank caves below.

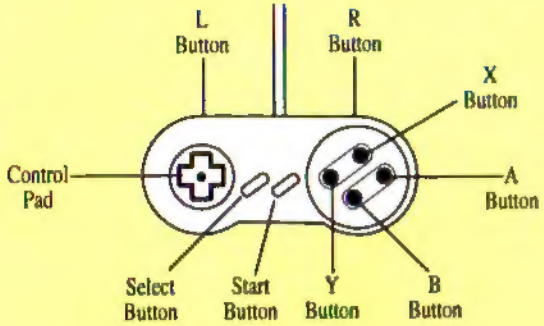
On the way, you must battle serpents, the Lizard King, Giddy Goons, Bats, Ghosts and a host of other enemies. Finally, you must survive an encounter with the formidable Singe, before releasing the Princess.

Getting Started

Make sure the power to your Super NES unit is turned OFF. Insert the Game Pak into your Super NES unit and turn the power ON. The Menu Screen will be displayed. After a few seconds, the introduction and game demonstration sequences will play. The Menu Screen can be displayed again by pressing the Start, Select, A or B Button at any time during the demonstration mode.

The game can be started from the Menu Screen either by pressing the Start Button or by selecting the "Start Game" option and pressing the Select, A or B Button.

Game Screen Controls



Note: Buttons A, B, X and Y can be redefined within the Option Menu.

B Button — **Jump**
The longer the button is pressed, the higher Dirk will leap.

Swim
If Dirk is in the water, continued pressing of this button will cause him to float.

Y Button — **Throw**
Dirk will throw his weapon in the direction in which he is facing.

A Button — **Throw**

X Button — **Sword**
Pressing this button causes Dirk to prime his sword. When released, the sword slashes downward, decimating everything in its path.

Start — **Pause**

Control Pad Left/Right — **Run**
Dirk will run in the appropriate direction.

Control Pad Down — **Duck**
Dirk will duck under enemies or obstructions; but remember, Dirk cannot use his weapons while ducking.

Climb Down
If Dirk is adjacent to a rope he will climb down.

Control Pad Up — **Climb Up**
If Dirk is adjacent to a rope he will climb up it.

Playing The Game

Dirk has one objective – rescuing his beloved Daphne. There is the small matter of staying alive of course – but to Dirk, that is but a minor inconvenience.

Dirk's energy is measured by the number of shields located at the bottom left of the screen. The game is started with one unit below maximum; for example, Dirk can collect one more shield.

Colliding with or being hit by enemies will deplete Dirk's energy shield by one unit. When no units remain, a final hit will reduce Dirk to a pile of bones. No good!

Each level completed will open up a new route on the map which Dirk may then follow to further new levels. How does Dirk complete a level? Easy, just locate the "Exit". However, each level has a time limit; linger at your peril!

Eventually, Dirk will come face to face with Singe himself, and once he has defeated his age-old adversary, will be re-united with the delightful Daphne.

Objects

Dirk can use a number of objects found on each level. Some have fairly obvious purposes, others are a little more tricky.

Ropes

Dirk can travel up and down levels by using the ropes and flag poles. If a rope reaches the floor Dirk can directly climb up it. If the rope is off the floor Dirk must jump across the rope while Up is pressed on the Control Pad. After a little practice, the ropes can be utilized to good effect.

Weights

A number of weights and see-saws are located within the battlements, as Dirk is not heavy enough to drop some of the falling platforms alone. The see-saws are used to propel the weights onto the platforms. The higher the point Dirk jumps from, the further the weights will be thrown.

Anvils

Anvils are generally dangerous, but some can be used to help Dirk across difficult platforms. By pushing a friendly anvil onto a fire pot, Dirk can safely make his way to the other side. However, if the anvil moves, avoid it!

Springs

A number of springboards are also located throughout the castle. A small number of these may also be pushed by Dirk to more suitable positions to help overcome obstacles.

Screen Display

A – Player 1 score display.

B – Player 2 score display (if applicable).

C – Current player lives remaining. A player may collect up to 99 lives, but only a maximum of 3 will be displayed.

D – The amount of time remaining to complete the current level. If this runs out, Dirk will lose a life.

E – The number of gold coins collected.

F – Units remaining in Dirk's shield.

Menu Screen

Game Start Even Dirk could guess what this is for!

Players Switch between One and Two player mode. In two player mode, lives are played alternately.

Music Switch music On and Off.

Password Enter a password to resume a previous game.

Option Redefine difficulty level and control buttons.

Use Control Pad Up and Down to highlight your choice and then Select, A or B to confirm or toggle option.

Pressing the Start Button will start the game with the options as displayed.

Weaponry

To aid Dirk in this seemingly impossible venture, a number of weapons have been made available throughout the game map. Dirk's task will be made infinitely easier by collecting and utilizing the correct weapon for each section.

Sword Dirk always has his trusty sword on hand. This is his most potent weapon – but the enemy must be within swiping distance.

A single blow is usually enough to see the most difficult of opponents obliterated.

Axe This is the default throwing weapon, but also the weakest.

Dagger The dagger fires in a straight line, which is useful when jumping across ledges.

Throwing Star This is the most powerful of the three, but will return and strike Dirk himself if he misses his target.

Certain enemies require a number of hits from a thrown weapon before being defeated.

Weapons can be collected by smashing certain bonus jewels.

Bonus Jewels

Scattered liberally around each section are bonus jewels dropped by Singe while scouring the castle for intruders.

Dirk can smash the jewels with his sword to reveal one of the following bonuses:

Weapon
Throwing weapons are hidden within the jewels throughout the game map.

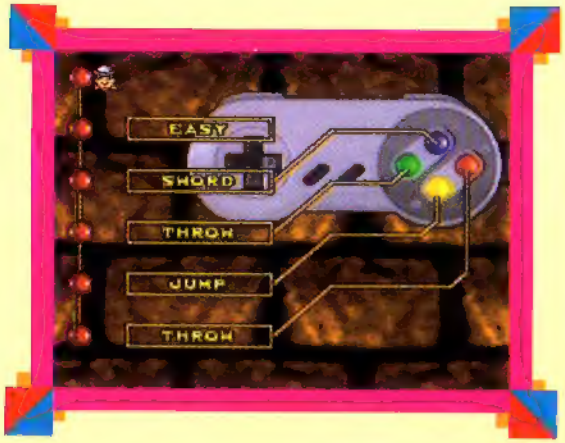
Gold
If Dirk collects 10 gold coins he will gain entrance to the bonus section at the end of the current level.

Heart
These give Dirk extra lives. Use them wisely!

Shield
These replenish Dirk's energy shield by one unit unless it is already at maximum.

Time
These increase the remaining time by 60 seconds (essential for some of the more complex levels).

Option Screen



The first option allows the player to select the difficulty level: easy, normal, hard or expert.

This sets the maximum number of units in Dirk's shield – the harder the setting, the fewer units.

The player can also choose which Control Pad button performs each action. The A, B, X and Y buttons can each be designated as Jump, Throw or Sword buttons.

Use Control Pad Up and Down to highlight the option, then press Select, A or B to toggle the choices.

Pressing the Start Button will return to the Menu Screen.

Note: If a player redefines the buttons but does not choose a button for all 3 actions, gameplay will be impaired until either the Super NES unit is reset, or all 3 keys are designated with one of the 3 functions.

Map Screen

The Map Screen charts Dirk's progress through the game.

The game is started with just one level available. When this is satisfactorily completed a second level will be displayed. The player may now direct Dirk to attempt either of the levels open to him – usually the new one.

As the game advances, more and more levels will be opened up. Some levels have more than one "Exit".

A player may return to a previously completed screen to collect certain bonuses which are known to be there.

The Control Pad is used to move Dirk between the different levels along the routes displayed. The Start, A or B Button will then enter that level.

Continuation Mode

Dirk starts the game with 3 lives. Once these have been lost, the game is over.

If a password display point has been reached, or a password has been entered, then the next game will start at that point.

This prevents the player from having to play previously completed levels or continually entering passwords.

If more than one password display point has been reached, then the next game will start at the latest.

Password Screen

The password level has been carefully designed to complement the skill of the experienced player. A novice would find it very difficult to enter the more advanced passwords. This will prevent inexperienced players from "taking a peep" at later levels.

The object is simple – each colored sphere must be located into the correct hole (each marked with a numbered flag). This must be performed within a time limit.

Dirk must get to the "Exit" before the password is registered.

As players become more experienced in the style of gameplay, it will become easy to enter the appropriate passwords.

When a correct password is entered, the game map will be opened to the level associated with that password. Subsequent games will start from that point unless a new password display point is reached, or the Super NES unit is reset.

An incorrect password will start the game at the previous start point.

Hints and Tips

- Beware the bubbling oil vats on the battlements – they make the platforms VERY slippery.
- If Dirk's energy shield is low, search the current level for extra bonus shields.
- The longer Dirk is on a level, the more often the "baiter dragon" will appear. Complete levels as fast as possible.
- Extra lives are often hidden near difficult parts of a level.
- Some levels have more than one "Exit". The harder the "Exit" is to reach, the further Dirk will travel through the game map.
- The yellow barrels on the cave levels are very explosive. Try pushing them together.
- While swimming, Dirk cannot use his weapons – he must avoid any adversaries.
- Dirk can leap from the water by quick continuous pressing of the B Button. He should be directed onto a low platform as he bursts out of his bubble.

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